INSTRUCTION BOOKLET

MANUAL

IMPORTANT PRECAUTIONS :

* DON'T STORE LUCKY PENGUIN CARTRIDGE IN THE PLACES THAT ARE VERY HOT OR COLD.
* DON'T TOUCH LUCKY PENGUIN CARTRIDGE CONNECTORS.
* DON'T GET THEM WET OR DIRTY.
* DO NOT CLEAN LUCKY PENGUIN CARTRIDGE WITH BENZENE, PAINT THINNER, ALCOHOL OR OTHER SUCH SOLVENTS.
* DON'T HIT IT OR DROP IT OR ATTEMPT TO TAKE IT APART.
* TAKE A 10 - 20 MINUTE BREAK FOR EVERY 2 HOURS OF PLAY.

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PROLOGUE :

THIS IS THE STORY OF NESTORZIM THE PENGUIN AND HIS FAVORITE OBSESSION: TO DESTROY ALL FOUR-LEAFED CLOVERS HE CAN FIND. DON'T THINK IT'S HARD FOR NESTORZIM TO FIND SUCH RARE PLANTS - THESE LUCKY CHARMS APPEARS TO HIM ALL THE TIME. EVERYBODY SAYS THAT NESTORZIM IS SUCCESSFUL ONLY DUE TO HIS BIG LUCK - THAT'S WHY HE DESTROYS EVERY CLOVER HE SEES!

TIPS AND HINTS :

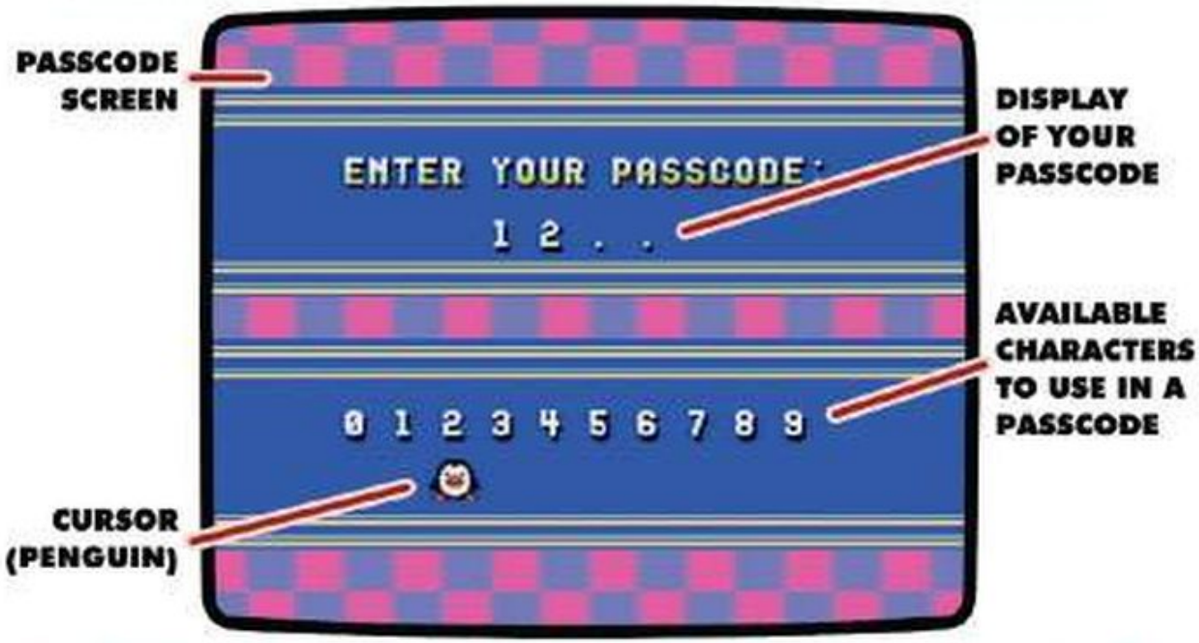
* FINISH EACH STAGE QUICKLY. SPEED WILL BE REWARDED WITH MORE POINTS - AND POINTS GIVES YOU EXTRA LIVES!

* IF YOU DON'T PAY ATTENTION TO THE DIRECTION YOU'RE WALKING YOU MAY WASTE PRECIOUS SECONDS!

* BEWARE THE NEVER-ENDING PATHS!! SOME MAZES WILL REQUIRE A PERFECT PLAY - OTHERWISE NESTORZIM MAY WALK SOME NEVER-ENDING PATHS ARE SPECIALLY SEDUCTIVE, FILLED WITH A MULTITUDE OF CLOVERS.

ENTERING PASSCODES :

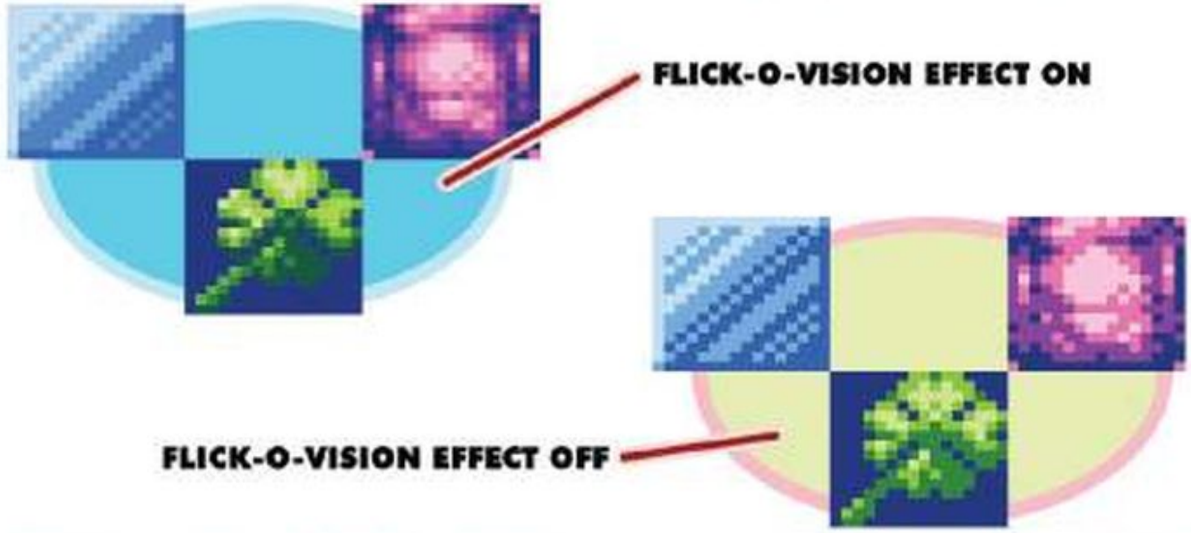
4-DIGIT PASSCODES CAN MAKE YOU WARP DIRECTLY TO AN SPECIFIC STAGE OF THE GAME!


PASSCODE SCREEN
ENTER YOUR PASSCODE:
1 2 . .
DISPLAY OF YOUR PASSCODE
0 1 2 3 4 5 6 7 8 9
AVAILABLE CHARACTERS TO USE IN A PASSCODE
CURSOR (PENGUIN)

USE LEFT AND RIGHT ON D-PAD TO MOVE CURSOR.
WHEN NESTORZIM IS BELOW THE NUMBER YOU WANT
PRESS "A" BUTTON TO ADD IT TO PASSCODE.
PRESS "B" TO ERASE WRONG DATA AND TO EXIT THIS SCREEN.

WHAT'S FLICK-O-VISION :

FLICKER IS AN OPTICAL ILLUSION THAT MAKES OVERALL GRAPHICS LOOK MORE COLORFUL THAN THEY ACTUALLY ARE. THIS OPTION IS ACTIVATED BY DEFAULT.



SINCE SCREEN WILL BLINK CONSTANTLY TO GENERATE FLICKER EFFECT YOU CAN ALSO TURN IT OFF AT TITLE SCREEN IF YOU DON'T LIKE IT. WHEN "FLICKER" OPTION IS DISABLED BLINKING WILL NOT HAPPEN BUT GRAPHICS WILL LOOK LESS DETAILED.

ENTERING PASSCODES :

USE THE D-PAD ON CONTROLLER 1 TO GUIDE LUCKY PENGUIN.

PRESS "START" WHILE PLAYING TO PAUSE THE GAME AND ENTER PAUSE MENU. PRESS "A" OR "START" AGAIN TO RETURN TO THE GAME. OR PRESS "SELECT" (OR "DOWN") TO CHOOSE "RESTART" AND TRY THE SAME LEVEL AGAIN (YOU'LL LOSE ONE OF YOUR LIVES!!)

GAME OBJECTIVE AND RULES :

* CLEAR EACH STAGE BY DESTROYING ALL CLOVERS.
* YOU'LL HAVE JUST SOME SECONDS TO FINISH A LEVEL
(SOME STAGES WILL GIVE YOU 30 SECONDS TO WIN,
WHILE OTHER LEVELS WILL GIVE YOU 40 OR 50 SECONDS).
* IF TIME'S UP AND THERE ARE STILL CLOVERS AROUND
THEN YOU'LL LOSE A LIFE.
* YOU START A GAME WITH 3 LIVES.
* IF NESTORZIM LOSES ALL LIVES THE GAME IS OVER.
* NESTORZIM CAN'T CHANGE DIRECTIONS WHILE HE'S MOVING.

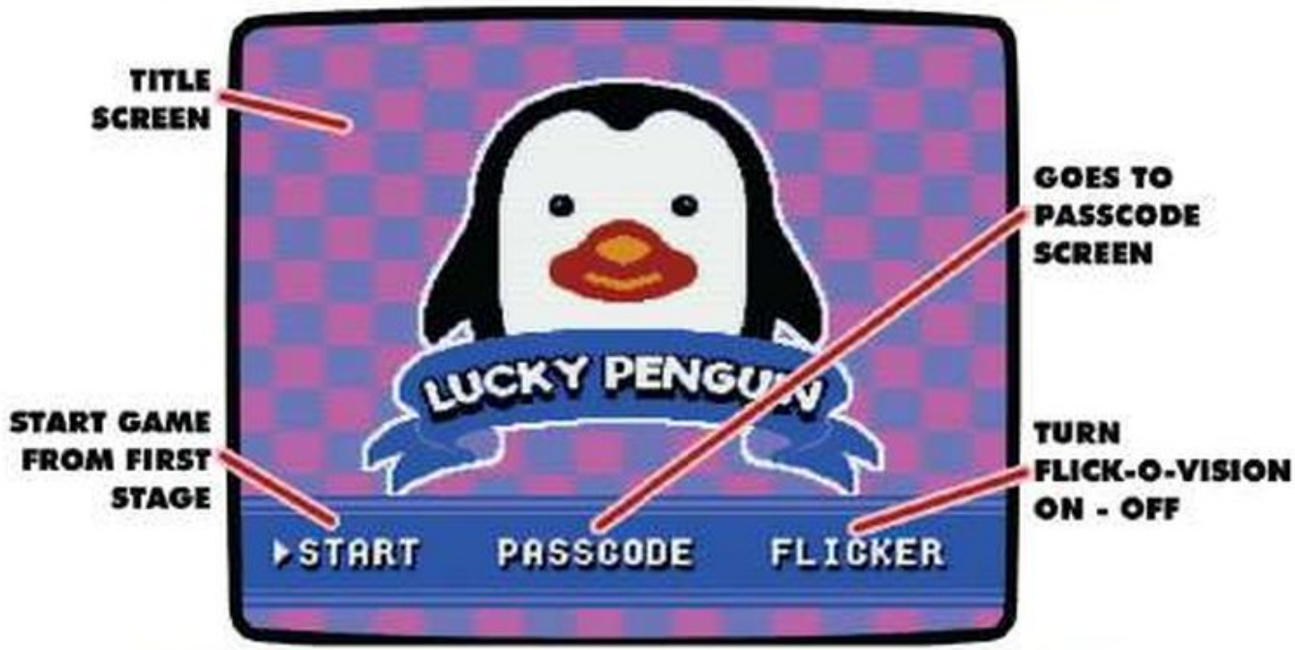
* THERE ARE 40 DIFFERENT STAGES.
YOU MUST BEAT THEM ALL TO FINISH THE GAME.
* YOU'LL GET AN EXTRA LIFE FOR EVERY
50,000 POINTS YOU MAKE.
* AFTER FINISHING ANY STAGE A PASSCODE TO WARP
DIRECTLY TO THAT LEVEL WILL BE DISPLAYED
(PRESS "A" OR "START" TO SKIP TO NEXT STAGE).
* WHEN A LEVEL IS COMPLETED EVERY SECOND
REMAINING ON TIMER WILL GIVE YOU 100 POINTS.

DESTROYING ONE CLOVER WILL GIVE YOU 1000 POINTS. IF YOU TOUCH TWO IN A ROW YOU'LL GET 1500 POINTS FOR THE SECOND CLOVER. AND IF YOU DESTROY THREE OR MORE IN A ROW YOU'LL GET 2000 POINTS FOR THIRD AND ALL FOLLOWING CLOVERS.

THIS IS A TELETRANSPORTER. WHEN NESTORZIM REACHES IT HE'LL APPEAR ABOVE THE OTHER TELETRANPORTER ON THAT STAGE - NO MATTER HOW DISTANT BOTH TELETRANSPORTERS ARE!

TITLE SCREEN OPTIONS :

AFTER TURNING ON YOUR 8-BIT CONSOLE YOU'LL SEE LUCKY PENGUIN TITLE SCREEN:



USE "SELECT" OR D-PAD TO MOVE CURSOR.

"A" OR "START" WILL CONFIRM YOUR DECISION.

IF YOU WAIT A FEW SECONDS YOU'LL SEE THE CREDITS SCREEN (PRESS ANY BUTTON TO SKIP AND GO BACK TO TITLE SCREEN).

NOTES - HI-SCORES - PASSCODES

AVAILABLE NOW!!

Gruniożerca 2

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